



City of Las Vegas

1700 N. Grand Avenue | Las Vegas, NM 87701 | T 505.454.1401 | lasvegasnm.gov

Mayor Louie A. Trujillo

**CITY OF LAS VEGAS
BUSINESS COMMITTEE
JULY 13TH AT 4:00 PM
1700 N. GRAND AVENUE
CITY COUNCIL CHAMBERS**

The public is invited to submit written comments for public input prior to the meeting. Written comments should be submitted no later than 12:00 pm on July 12 addressed via email to bhendrickson@lasvegasnmn.gov or dropped off to Bill Hendrickson at City Hall 1700 N. Grand Ave.

AGENDA

*Business Committee Meetings are
Available via YouTube*

https://www.youtube.com/channel/UCNGDVGRRAL0qVevel5JYeRw?view_as=subscriber

- I. CALL TO ORDER**
- II. ROLL CALL**
- III. APPROVAL OF AGENDA**
- IV. PUBLIC INPUT (comments limited to topics on current agenda). Public Input submitted to Bill Hendrickson via email bhendrickson@lasvegasnm.gov or fax (505) 425-7335 will be read into the record.**
- V. APPROVAL OF MINUTES
6-8-2021**
- VI. BUSINESS ITEMS:**
 - 1. Bylaws. Approve submitted changes**
- VII. DISCUSSION ITEMS:**
 - 1. Mayor/City Manager to discuss their vision for the committee**

2. Mainstreet/Chamber/Las Vegas 1st IBA: Presentations on who they are, what they focus on, and their relationship to the Business Community.

VIII. ADJOURN

ATTENTION PERSONS ATTENDING FOR PUBLIC INPUT: BY ENTERING THE City Council Chambers, you consent to photography, audio recording, video recording and its/their use for inclusion on the City of Las Vegas website and to be broadcast on YouTube.

ATTENTION PERSONS WITH DISABILITIES: The meeting room and facilities are accessible to persons with mobility disabilities. If you plan to attend the meeting and will need an auxiliary aid or service, please contact the City Clerk's Office prior to the meeting so that arrangements may be made.

NOTE: A final agenda will be posted 72 hours prior to the meeting. Copies of the Agenda may be obtained from City Hall, Bill Hendrickson 1700 N. Grand Avenue, Las Vegas, NM 87701 or the City's website at www.lasvegasnm.gov